

**I CLAIM:**

1. An apparatus for implementing a game, the game having a deterministic component, a rule based non-deterministic component, and a random component, the apparatus comprising:

5       a first player interface unit generating at least a first player record of information indicating player-initiated events from a first player;

          a random number circuit providing an output signal comprising a series of uniformly distributed  
10       pseudo-random numbers;

          verification means coupled to receive the output signal from the random number circuit for verifying that the received pseudo-random numbers are statistically random, the verification means having  
15       an output for supplying a series of verified pseudo-random numbers;

          buffer means coupled to receive the verified pseudo-random numbers for temporarily storing the verified pseudo-random numbers, the buffer means  
20       having an output for distributing the stored verified random numbers;

          first control means coupled to the buffer means, verification means, and the random number circuit for activating the random number circuit and the  
25       verification means and causing the buffer means to deliver a set of the stored verified pseudo-random numbers on the buffer means output;

          a rules library storing indexed rules for one or more games;

30       an interface registry for storing mapping data records, the mapping data records for mapping the

first player record to pre-selected rules in the rules library;

combinatorial algorithm storage means having a  
35 bi-directional input/output port for storing combinatorial algorithms in an executable form; and

second control means coupled to the buffer means output, the first player interface unit, the interface registry, the combinatorial algorithm  
40 storage means, and rules library, the second control means for processing the player record, the processing comprising the steps of:

(i) accepting the first player record,  
(ii) referring to the interface registry to map  
45 the first player record to a selected rule in the rules library,

(iii) executing the selected rule by selectively referring to the combinatorial algorithm storage means and selectively generating requests for sets of  
50 verified pseudo-random numbers from the buffer means output, and

(iv) generating an output record indicating results of the execution step, the output record directed to the first player interface unit.

2. The apparatus of claim 1 wherein the random number circuit comprises an ANSI X9.17 circuit.

3. The apparatus of claim 2 wherein the random number circuit comprises an international data encryption algorithm (IDEA) encryption circuit.

4. The apparatus of claim 2 wherein the random number circuit comprises a data encryption standard (DES) encryption circuit.

5. The apparatus of claim 2 wherein the random number circuit further comprises a continuously running clock circuit providing a clock output to the encryption circuit, means for providing at least one key value to the random number circuit, and means for providing at least one seed value to the random number circuit, whereby the encryption circuit encrypts the clock output using the at least one key value and the at least one seed value to provide the series of pseudo-random numbers.

6. The apparatus of claim 1 wherein the verification circuit comprises means for testing independence of the received pseudo-random numbers.

7. The apparatus of claim 6 wherein the means for testing independence uses a runs test.

8. The apparatus of claim 1 wherein the verification circuit comprises means for testing uniformity of the received pseudo-random numbers using a Kolmogorov-Smirnov test.

9. The apparatus of claim 1 wherein the verification circuit comprises means for testing uniformity of the received pseudo-random numbers using a Chi-square test.

10. The apparatus of claim 1 wherein the verification circuit comprises means for testing uniformity of the received pseudo-random numbers in more than one dimension using a series test.

11. The apparatus of claim 1 further comprising means coupled to the second control means for accepting the series of uniformly distributed pseudo-random numbers and generating a series of non-uniformly distributed psuedo-random numbers.

12. The apparatus of claim 11 wherein the distribution of the series of non-uniformly distributed pseudo-random numbers is selected from the group consisting of: a normal distribution, an exponential distribution, a Poisson distribution, a gamma distribution, and a hypergeometric distribution.

13. A system for implementing games for a plurality of players, the games having a deterministic component, a rule based non-deterministic component, and a random component, the system comprising:

a plurality of player interface units, each generating at least at least one player record of information indicating player-initiated events;

a gaming engine for implementing game rules in response to the at least one player record of information and generating random numbers required by the game rules;

a player network interface circuit coupled to communicate with each player interface unit;

a server network interface circuit coupled to communicate with the gaming engine;

a network bus coupled to the player network interface circuit and the server network interface circuit.

14. The system of claim 13, the gaming engine further comprising:

means responsive to the at least one player record for generating requests for sets of pseudo-random numbers;

a request queue storing a number of the requests for sets of pseudo-random numbers.

15. The system of claim 13 further comprising multitasking means within the gaming engine for independently and simultaneously processing each of the player records, generating output records for each of the player records, and directing the output records to the player interface units.

16. The apparatus of claim 13 further comprising:

first encryption means coupled to the server network interface circuit for encrypting information passed from the gaming engine to the network bus; and

second encryption means coupled to each of the player network interface circuits for encrypting information passed from the player interface unit to the network bus.

17. A uniform random number generator comprising:

at least one random number circuit providing a series of pseudo-random numbers on an output;

verification means coupled to receive the series of pseudo-random numbers from the random number circuit for verifying that the received pseudo-random numbers are statistically random, the verification

means having an output for supplying a series of  
10 verified pseudo-random numbers;

control means coupled to the verification means  
and the random number circuit for activating the  
random number circuit and the verification means.

18. The uniform random number generator of  
claim 17 further comprising buffer means coupled to  
the verification means for storing numbers, the  
buffer means having an input for receiving the  
5 verified pseudo-random numbers from the verification  
means and an output for distributing the verified  
stored pseudo-random numbers.

19. The uniform random number generator of  
claim 17 wherein the random number circuit comprises  
an ANSI X9.17 circuit.

20. The uniform random number generator of  
claim 17 further comprising:

at least two random number circuits, each of the  
at least two random number circuits having  
5 independent seed values and key values, the at least  
two random number circuits providing at least two  
independent series of pseudo-random numbers; and

the control means further comprises a coupling  
to each of the at least two pseudo-random number  
10 circuits for controllably coupling one of the at  
least two series of pseudo-random numbers to the  
verification means.

21. The uniform random number generator of  
claim 18 wherein the buffer means comprises a first  
in first out register.

22. The uniform random number generator of claim 18 wherein the buffer means has a storage capacity and output speed sufficient to provide bursts of the stored verified pseudo-random numbers at a rate greater than an output rate of the verification means.

23. An apparatus for implementing a game having a deterministic component and a non-deterministic component, said apparatus comprising:

at least one player interface unit, each player interface unit generating at least player record indicating player-initiated events;

a random number generator providing a series of pseudo-random numbers;

a rules library storing indexed rules for one or more games;

an interface registry for storing mapping data, the mapping data for mapping player record to pre-selected rules in the rules library;

combinatorial algorithm storage means having a bi-directional input/output port for storing combinatorial algorithms in an executable form; and

control means coupled to the player interface to receive the output of the player interface unit, coupled to the interface registry, the rules library, the combinatorial algorithm storage means, and the random number generator, the control means for processing the player record and returning an output record to the player interface unit.

24. The apparatus of claim 23 wherein the random number generator further comprises:

a random number circuit including an encryption circuit;

5 verification means coupled to receive the output signal from the random number circuit for verifying that the received pseudo-random numbers are statistically random, the verification means having an output for supplying a series of verified pseudo-  
10 random numbers;

buffer means coupled to receive the verified pseudo-random numbers for temporarily storing the verified pseudo-random numbers, the buffer means having an output for distributing the stored verified  
15 pseudo-random numbers; and

random number generator control means coupled to the buffer means, verification means, and the pseudo-random number circuit for activating the random number circuit and the verification means and causing  
20 the buffer means to deliver a set of the stored verified random numbers on the buffer means output continuously.

25 The apparatus of claim 23 wherein the random number circuit includes a clock input for receiving an externally generated continuously variable signal, the apparatus further comprising:

5 means for generating a first clock signal on a clock output;

means generating a second clock signal from the time at which the player record is generated; and

means having an output coupled to the clock  
10 input for receiving and combining the first and



second clock signals to generate the continuously variable signal.

26. A method for generating random numbers comprising the steps of:

providing a signal comprising a continuously changing deterministic output;

5 encrypting the signal;

grouping the encrypted signal into sets of raw pseudo-random numbers; and

10 verifying that the raw pseudo-random numbers comprise independent, uniform, sets of statistically pseudo-random numbers.

27. The method of claim 26 further comprising:

temporarily storing the verified pseudo-random numbers in a buffer; and

5 distributing a portion of the stored, verified pseudo-random numbers from the buffer in response to a request from a device external to the random number generator.

28. A method for implementing a game, the game having a deterministic component, a rule based non-deterministic component, and a random component, the method comprising the steps of:

5 generating at least a first player record of information indicating a player-initiated event from a first player;

generating a signal comprising a series of uniformly distributed pseudo-random numbers;

10        verifying that the series of uniformly  
distributed pseudo-random numbers are statistically  
random;

temporarily storing the verified pseudo-random  
numbers;

15        distributing a portion of the stored verified  
random numbers in response to a request;

providing a rules library storing indexed rules  
for one or more games;

providing an interface registry for storing  
20 mapping data records, the mapping data records for  
mapping the first player record to pre-selected rules  
in the rules library; and

processing the player record, the processing  
comprising the steps of:

25        (i) referring to the interface registry to map  
the first player record to a selected rule in the  
rules library,

(ii) executing the selected rule by selectively  
referring to the combinatorial algorithm storage  
30 means and selectively generating requests for sets of  
verified pseudo-random numbers from the buffer means  
output, and

(iii) generating an output record indicating  
results of the execution step, the output record  
35 directed to the first player interface unit.